

# STAGE 1

## THE HUCKLEBERRY PACE MEMORIAL HOTEL

Rifle:10, Left Table/Shotgun: 4+ Right Table/ Pistols:10, Holstered

Gun order is Rifle ~ Shotgun ~ Pistols

Starting with at least one foot behind the left table  
with Rifle at the Ready shooter says,

***“Forward Ho!”***

At the beep shooter will engage  
the Rifle targets in 2 Separate Nevada Sweeps.

Make Rifle safe on either table.

Retrieve Shotgun and knock down the Shotgun targets.

Make Shotgun safe on either table.

Move left past the upright card table and shoot the  
Pistol targets the same as the Rifle instructions.

*Note: Pistols must be shot from left side of upright card table.*

*Note: Shotgun must be shot from right side of pole.*



# STAGE 2

## THE CALAMITY CAFÉ

There are 5 openings numbered 1-5, left to right

Shotgun: 4+, Opening #1 on Counter

Rifle:10, Opening #2 on Counter

Pistols:10 Holstered

Gun order is Shotgun ~ Rifle ~ Shotgun ~ Pistols

Starting in Opening #1 with Hands on Belt shooter says,

**“Quit blockin’ the door!”**

At the beep shooter will knock down the  
2 left Shotgun targets from Opening #1.

Make Shotgun safe anywhere on Counter.

Shoot the Rifle targets in 2 Separate 3-1-1 Sweeps  
starting on the outside target for each sweep.

Retrieve Shotgun and knock down the

2 right Shotgun targets from opening #3.

Make Shotgun safe anywhere on Counter.

Move to Opening #5 and shoot the Pistol targets  
the same as the Rifle instructions.

*Note: Shotgun misses may be made up from anywhere safe.*



# STAGE 3

## THE OKLAHOMA TERRITORIAL LAND OFFICE

Pistols:10, Holstered

Rifle:10, Staged on either Table

Shotgun: 4+ Staged on either Table

Gun order Shooters Choice ~ Rifle cannot be last

Shooter must shoot from all 4 openings

Starting with Hands at Sides shooter says,

***“Mister, when I give my word, I keep it!”***

At the beep shooter will engage the targets as follows;

- Pistols: Engage targets in a Continuous Nevada Sweep starting on either end.
- Rifle: Same as Pistol instructions.  
Make Rifle safe on either table.
- Shotgun: Engage Shotgun targets until down.  
Make Shotgun safe on either table.

*Note: Shooter must shoot from all 4 openings.*

*Note: Shotgun misses must be made up from where engaged.*



# STAGE 4

## SPEEDY GONZALES CORRALS

Pistols:10, Holstered / Rifle:10, on Table/ Shotgun: 2+ on Table

Gun order shooters choice ~ Rifle cannot be last

Stage Scenario ~ Shooters Choice

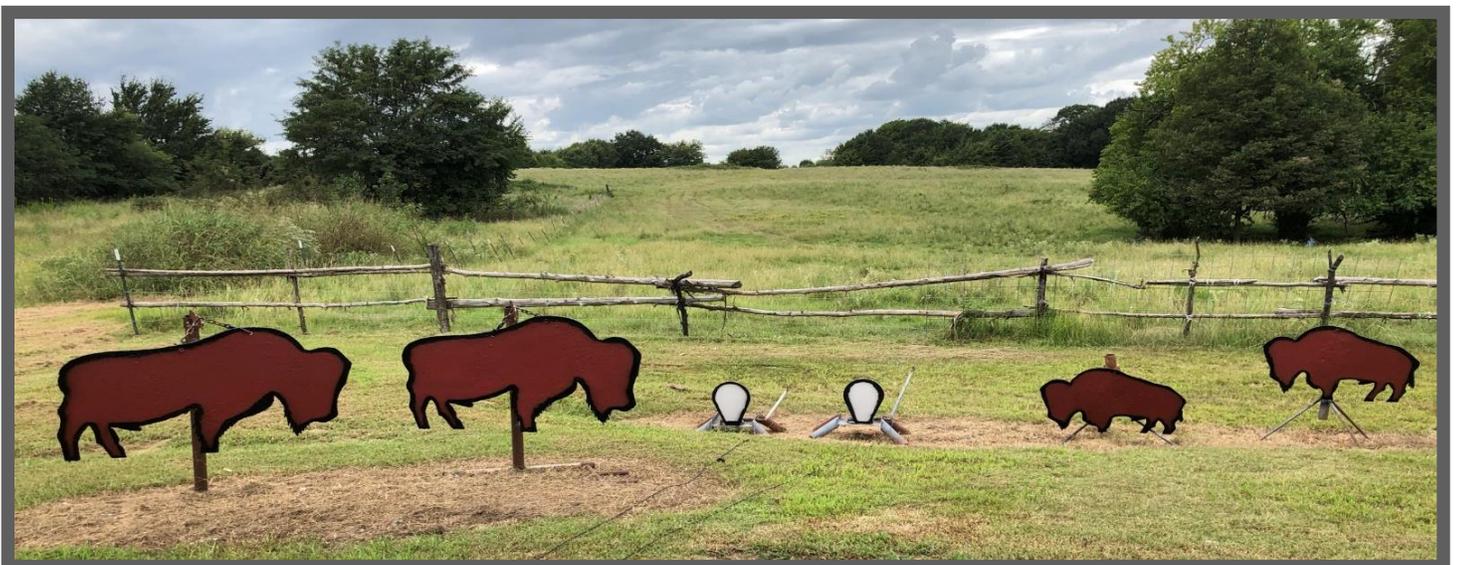
Shooter must declare the sweep they will be shooting before they shoot.

Starting at Low Surrender shooter says,

***“A man oughta do what he thinks is best!”***

At the beep shooter will engage the targets as they declared.

*Note: This is a Stand & Deliver Stage*



# STAGE 5

## GENE'S MERCANTILE

Rifle:10, Left Table/Pistols:10, Staged or Holstered  
Shotgun:4+ Right Table

Gun order is Rifle ~ Pistols ~ Shotgun  
Starting with Hands on Table shooter says,

***“I was born ready!”***

At the beep, shooter will Double Tap  
the Rifle targets in any order.

Make Rifle safe on table.

Shoot the Pistol targets the  
same as the Rifle instructions.

Engage Shotgun targets until down.

Make Shotgun safe on table.

*Note: Rifle must be shot from the Left side of the milk can.*

*Note: Pistols may be shot from anywhere safe.*



# STAGE 6

## STORME STAGE LINES

Rifle:10, Right Table/Pistols:10, Holstered/Shotgun:4+ Left Table

Gun Order is Rifle ~ Pistols ~ Shotgun

Starting with Rifle in Hands with  
Barrel touching table shooter says,

***“I shoulda let him shoot ya!”***

At the beep shooter will engage the Rifle targets  
in a 3-4-3 Sweep starting on either end.

Move to Pistol targets and engage  
the same as Rifle instructions.

Make Rifle safe on either table.

Knock down Shotgun targets.

Make Shotgun safe

*Note: Pistols may be shot from anywhere between the posts.*

*Note: Shotgun must be shot from left side of the left post.*

